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**Summary:**

VFX Supervisor, Project Director, Producer, and Artist with a demonstrated record of unifying studio environments, artist teams and creative assets into inspired, cohesive, and compelling visual content.

**Skills:**

- Experienced in providing VFX and Real Time supervision, studio creative direction, cinematics and trailer direction, production leadership and technical direction for VFX, CG, Real Time, and Motion Design productions in a deadline driven studio production environment.
- Accomplished in managing and supervising multiple projects from concept to completion, including client management, VFX/CG/2D art and concept design, storyboarding, layout/pre-viz/post-viz execution, facial, body and stunt motion performance capture, key-frame animation, modeling, texturing, lighting and shading, compositing, editorial and post production.
- Experienced in pre-production team planning, script and project breakdowns, scheduling, target setting, and budgeting.
- Demonstrated ability in creating and producing visual treatments, pitch creation and project bidding, and client presentation for new business development.
- A strong ability to manage, organize and collaborate with studio and client teams both large and small, including client VFX Supervisors, Showrunners, Producers, Directors, Directors of Photography, Editors, Art Directors and Artists.
- Proficient in mentoring, team building, and leading in-house departments and artists, recruitment, creating job outlines and performance evaluation, as well as utilizing freelance artists and external vendors.
- Strong knowledge of visual art direction, cinematography, script writing, story and narrative development.
- Excellent written, verbal, presentation, and collaborative communication skills.
- Software: Adobe Creative Suite, Avid, Nuke, MotionBuilder, Maya, 3DS Max, Cinema4D, Unreal Engine. Production and tracking: Excel, Word and Flow Production Tracking/ShotGrid.

**Experience:**

**VFX Supervisor – Zoic Studios** Oct. 2017 to Jul. 2024

**Real Time Department VFX Supervisor – Zoic Studios** Feb. 2021 to Jul. 2023

200 to 300 Employees VFX Production Studio

- In-House VFX Supervisor and Real Time Department Supervisor on over 30 episodic, film, gaming, commercial and new business development productions.
- Supervised and created new business creative pitches and concepts, production bids, resource scheduling, shot execution software requirements, pipeline planning, tools development and project scheduling.
- Implemented the successful integration of Real Time technologies into the studio's VFX workflow with Executive Creative Directors. Led the development of department and production workflows, pipeline design, tools creation, artist and supervisor recruitment and overall visual development.
- Real Time creative executions for clients included: pre-visualization, post-visualization with shot plates, live action VFX final pixel render, full CG shot production, and virtual production content.

**Creative Director/Cinematics Director/ VFX Supervisor - Waterproof Studios** Jan. 2013 to Apr. 2017.

50 to 100 Employees CG, Real Time, VFX and Motion Design Production Studio

- Concept to completion CG, Real Time and VFX productions. Supervised and reviewed all elements of studio, freelance and external vendor production.
- Provided technical solutions to production pipelines and tracking. Implemented visual reference, succinct terminology and revision additions.
- Traveled as a New Business Team member for pitching, client relationship building, conventions and trade shows.
- Supervised creative pitches, production bids, on-going budgets, resource requirements and project scheduling.
- Ensured project creative aligned with client branding and narrative goals.
- Directed, planned and cast live action shoots and performance capture sessions involving facial and stunt performance.

**Associate Creative Director - Goldtooth Creative** Jan. 2012 to Dec. 2012

**Trailer and Cinematics Director - Goldtooth Creative** Feb. 2010 to Jan. 2012

50 to 100 Employees CG, Real Time, VFX and Motion Design Production Studio.

- Studio and Project Creative Direction.
- Hired as a Senior Motion Design Artist, promoted to Project Director and then Associate Creative Director for the studio. Worked on CG, VFX, Animation, Real Time, and Motion Design projects.
- Collaborated with studio Executive Creative Director, Executive Producer, CFO and Creative Director to define business goals, studio direction and project budgets.
- Worked in conjunction with client marketing teams to develop and script CG and game-play marketing trailer campaigns.
- Completed over 300 minutes of cinematics, marketing and campaign media direction including CG, Real Time, Live Action and Motion design content.

**Compositor - The Embassy VFX** Mar. 2009 to Jun. 2009

25 to 50 Employees VFX Production Studio

**Supervisor/Lead Compositor - Five VFX** May 2007 to Feb. 2010

25 to 50 Employees VFX Production Studio

**Compositor - Stargate Digital** Sep. 2005 to Mar. 2006

25 to 50 Employees VFX Production Studio

**Lead Compositor/Compositor - Bardel Entertainment** Apr. 2003 to May 2007

500+ CG and 2D Animation Studio. Multiple contracts

**Owner - 1134media** Aug. 2000 to Dec. 2015

Freelance VFX and Motion Design

**Account Executive/Coordinator - BBDO Vancouver** Jun. 1996 to Feb. 1998

50 to 100 Employees Advertising Agency

**Education:**

2001 Vancouver Film School, New Media Program

1996 Sheridan College, School of Business, Advertising Program

1993 University of Guelph, Bachelor of Arts (Honours)

**References:** Available upon request.

## Credits:

2024 'The Sympathizer' S01E01/02 (HBO) - Real Time VFX Supervisor  
2023 'La Brea' S03E06 (NBC) - Real Time VFX Supervisor  
2023 'Secret Invasion' S01E02 (Disney+) - Real Time VFX Supervisor  
2023 '1923' S01E05/06 (Paramount+) - Real Time VFX Supervisor  
2023 'The Flash' S09E01/04-05/09-13 (CW) - Real Time VFX Supervisor  
2022 'Stargirl' S03E01/13 (WB) - Real Time VFX Supervisor  
2022 'The Peripheral' S01E01 (Amazon) - Real Time VFX Supervisor  
2022 'Paper Girls' S01E03/04/05 (Amazon) - Real Time VFX Supervisor  
2022 'The Midnight Club' S01E05 (Netflix) - Real Time VFX Supervisor  
2022 'For All Mankind' S03E05-010 (Apple TV) - Real Time VFX Supervisor  
2022 'Dark Winds' S01E01 (AMC) - Real Time VFX Supervisor  
2022 'The Boys' S03E03 (Amazon) - Real Time VFX Supervisor  
2021 'See' S02E08 (Apple TV+) - Real Time VFX Supervisor  
2021 'Epic' S0101, Pilot (ABC) - Real Time VFX Supervisor  
2021 'Stargirl' S02E13 (WB) - Real Time VFX Supervisor  
2021 'The Flash' S08E01/12/13 (CW) - Real Time VFX Supervisor  
2021 'Unreal Mega Grant' (Epic) - In-House VFX Supervisor  
2021 'Sweet Tooth' S01E01 (Netflix) - Real Time VFX Supervisor  
2021 'Superman & Lois' S01E01/E02 (WB) - In-House VFX Supervisor  
2020 'Stargirl' S01 (WB) - In-House VFX Supervisor  
2019 'Deadly Class' S01E03/04/05/06/09 (Sony) - In-House VFX Supervisor  
2018 'Chilling Adventures of Sabrina' S01/S02 (WB/Netflix) - In-House VFX Supervisor  
2018 'The End of the World as We Know It' Pilot (WB) - VFX Supervisor  
2017 'The Exorcist' S02E10 (Fox) - In-House VFX Supervisor  
2017 'Regions Bank - Break Room & Aversion Therapy' TV Spots - In-House VFX Supervisor  
2017 'Rainbow Six Siege - Free Weekend Trailer' (Ubisoft) - Director/VFX Supervisor  
2016 'Injustice 2' Game Cinematics (NetherRealm/WB Interactive Ent.) - Creative Director  
2016 'Battleborn' Story Trailer (Gearbox/2K Games) - Creative Director/Compositor  
2015 'Civilization BE' Rising Tide Trailer/Cinematic (Firaxis/2K Games) - Creative Director/Director  
2015 'XCOM 2' In-Engine Launch Trailer (Firaxis/2K Games) - Creative Director/Director  
2015 'XCOM 2' In-Engine Cinematics (Firaxis/2K Games) - Creative Director/Compositor  
2015 'Praxis 17' CG Look Development (Waterproof Studios) - Creative Director/Designer  
2015 'Shadow of the Beast' Cinematics (Heavy Spectrum/Sony) - Creative Director  
2015 'Mortal Kombat X' CG Intro Cinematic (NetherRealm/WB Interactive Ent.) - Creative Director  
2015 'Mortal Kombat X' In-Engine Cinematics (NetherRealm/WB Interactive Ent.) - Creative Director  
2014 'Civilization BE' The Chosen Trailer/Cinematic (Firaxis/2K Games) - Creative Director/Director  
2014 'Extraterrestrial' Film VFX (Pink Buffalo) - VFX Supervisor  
2013 'Shadow of the Beast' CG Launch Trailer (Heavy Spectrum/Sony) - Creative Director/Director  
2013 'Severe Red' CG Short (Waterproof Studios) - Creative Director/Director  
2012 'Crysis 3' CG Intro Cinematic (Crytek/EA) - Director  
2012 'Little Big Planet Karting' CG Cinematics (United Front Games/Sony) - Director  
2012 'Sleeping Dogs' NIS Cinematics (United Front Games/Square Enix) - Associate Creative Director  
2012 'Sleeping Dogs' Story Trailer (United Front Games/Square Enix) - Director  
2012 'Sleeping Dogs' Hong Kong-BTS Trailer (United Front Games/Square Enix) - Director  
2012 'Sleeping Dogs' Trailer Campaign (United Front Games/Square Enix) - Associate Creative Director  
2011 'Prototype 2' Title Sequence/Daddy's Coming Home Trailer (Radical/Activision) - Director  
2011 'Prototype 2' Web-of-Intrigue Cinematics (Radical/Activision) - Director  
2011 'Mortal Kombat Legacy' Webisodes S01 (WB Interactive Entertainment) - Motion Designer  
2011 'Madden 12' Broadcast Package (EA Sports) - Director/Designer  
2010 'SSX' Spike TV Video Game Awards CG Trailer (EA) - Director  
2010 'Tron: Legacy' Cinematic (Propaganda Games) - Director  
2010 'Deus Ex: Human Revolution' Title Sequence (Eidos/Square Enix) - Compositor  
2010 'Deus Ex: Human Revolution' Cinematics (Eidos/Square Enix) - Motion Design Supervisor  
2010 'FIFA 11' Launch Trailer (EA Sports) - Director  
2010 'FIFA 11' TV Spot/Game Intro Cinematic (EA Sports) - Director  
2010 'Madden 10' Cinematics/Boot Screens (EA Sports) - Motion Designer  
2010 'Deus Ex: Human Revolution' Sarif Industries Trailer (Eidos/Square Enix) - Compositor  
2010 'Deus Ex: Human Revolution' Game Trailers (Eidos/Square Enix) - Compositor/Motion Designer  
2010 'NBA Elite 11' Launch Trailer (EA Sports) - Motion Designer Supervisor

2010 'Spider-Man Shattered Dimensions' (WB Interactive Entertainment) - Post-Supervisor  
2010 'Need For Speed: Hot Pursuit' Trailer/Logo (EA) - Motion Designer  
2009 'District 9' Film (Sony) – Compositor  
2009 'Love' Film (Angels & Airwaves) - Supervising Compositor  
2009 'Riverworld' MoW (RHI) - Lead Compositor  
2009 'The Stranger' MoW (TMN) - In-House VFX Supervisor  
2008 'Kung Fu Killer' MoW (RHI) - Lead Compositor  
2008 'Hard Ride To Hell' MoW (RHI)- Supervising Compositor  
2008 'Do You Know Me' MoW (RHI)- Lead Compositor  
2008 'Monster Cable' Web Features Media (Blink Media) - Motion Designer  
2008 'Jenny Craig' Animation (RJ Sauer/Blast Radius) - Motion Designer  
2008 'Canadian Olympic Committee' Promo Video (Playground Media) - Motion Designer  
2008 'Dell' Product Detail Media (RJ Sauer/Blast Radius) - Motion Designer  
2007 'Madden 7' Game Features Trailer (RJ Sauer/Blast Radius) - Motion Designer  
2007 'AOL-Kids On Line' Promo Video (RJ Sauer/Blast Radius) - Motion Designer  
2007 'AOL Shopping' Animation and Inserts (RJ Sauer/Blast Radius) - Motion Designer  
2007 'Direct TV' Animation and Inserts (RJ Sauer/Blast Radius) - Motion Designer  
2007 'Need For Speed Carbon' Game Features Trailer (RJ Sauer/Blast Radius) - Motion Designer  
2007 'Flash Gordon' S01 (RHI) - Lead Compositor  
2005 'Supernatural' S01 (WB) - Compositor  
2005 'Killer Instinct' S01 (Fox) - Compositor  
2005 'The Dead Zone' S03/04 (Lions Gate) – Compositor